



End of Summer Sizzle 2011 Rules 10U

General

- The goal of the Players Choice of the Fox Cities is to obtain a quality, competitive atmosphere with the focus on the enjoyment of the sport.
- Sportsmanship will be closely monitored.

Playing Rules

- All Little League Rules will be enforced with the following exceptions:
 - 6 inning games with no inning starting after 1:40.
 - Coaches are responsible for having their players ready - on and off the field each inning. Courtesy runners will be allowed for catchers.
 - Home and Away will be determined by coin flip before the game.
 - 10 run rule after 4 complete innings. 8 run rule after 5 complete innings (Unless Championship).
 - 9 Players are allowed in the field. A team may bat an entire roster...if so, that team would have free substitution at positions. If a team bats 9 or 10 players in the lineup however, a player may come in as a substitute, but the starting player would have to return to his spot in the order in order to re-enter.
 - Infield fly rule will be observed.
 - A pitcher will be allowed no more than **3 innings per game** during the entirety of the tournament. Please know that the safety and well being of the young players and the pitcher's arms is to be protected.
 - The Home Team is responsible for keeping the score. The Umpire is responsible for reporting the final score.
 - There is **stealing** of second and third, but **not** home. Runners may advance to any base on a **passed ball** including home. Runners can leave the base when the ball crosses the plate for a secondary lead or to steal. If a defensive player makes a play on the runner on third...the runner can advance at his own risk.
 - All balls thrown out of play will allow the runner(s) to advance **one base only**.
 - Players must slide on every close play at all bases.
 - Determination of seeding will be based on the following criteria:
 - 1) Head to head wins/losses
 - 2) Runs allowed
 - 3) Run differential (Allowed/Scored)
 - 4) Coin flip

